

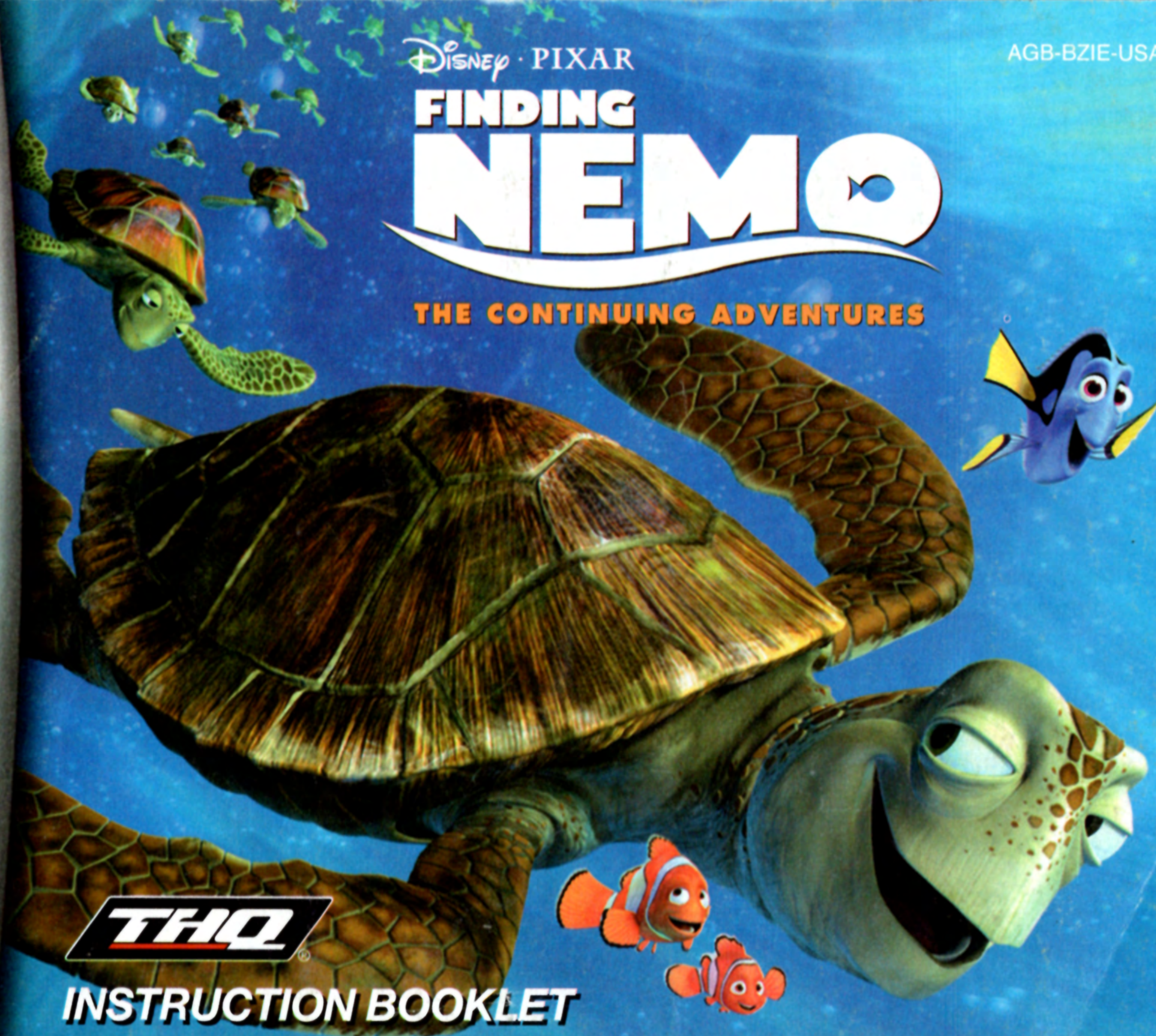
GAME BOY ADVANCE

Disney · PIXAR

FINDING NEMO

AGB-BZIE-USA

THE CONTINUING ADVENTURES



THQ

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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EVERYONE



Mild Cartoon Violence

ESRB CONTENT RATING

www.esrb.org

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GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance.
Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of **Disney/Pixar's Finding Nemo: *The Continuing Adventures*** into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The legal and logo screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

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BUTTON

Menu Navigation

Control Pad

A Button

B Button

START

ACTION

Highlight menu selections

Confirm selection

Cancel selection; return to previous screen

Skip cutscene

MAIN MENU

World Map — Begin a new game of Disney/Pixar's *Finding Nemo: The Continuing Adventures*.

Password — Enter a password to continue a previously played game. See SAVING AND LOADING on page 8 for more information.

Gallery — View pictures you've collected in the game.

Multiplayer — Go to the 2-player Multiplayer screen. See page 9 for more info on Multiplayer.

Options:

Sound Test — Listen to in-game music tracks.

Progress — Shows game % completed.

Theater — Watch unlocked cutscenes.

Credits — View game credits.



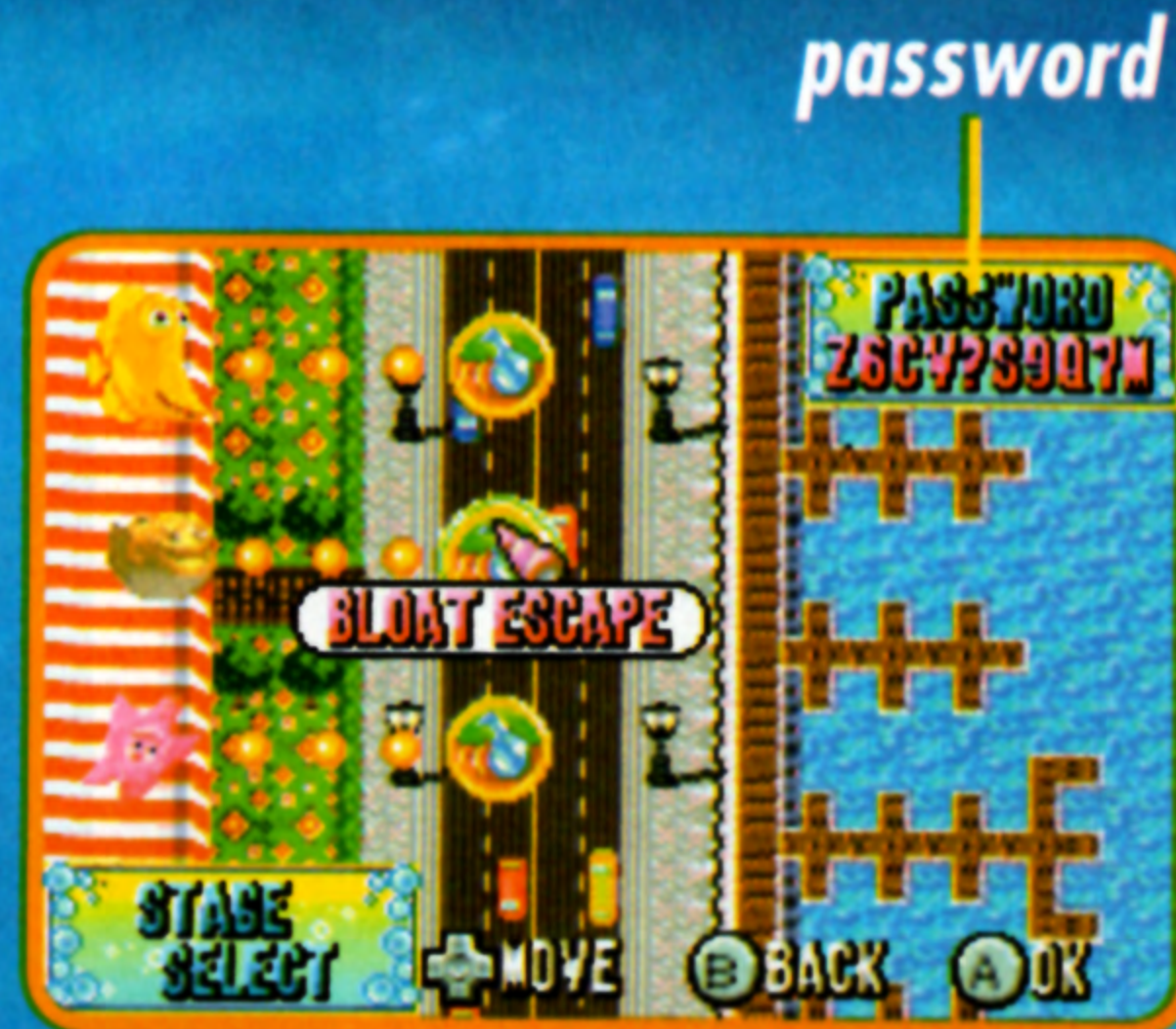
PLAYING A GAME

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WORLD MAP

Select WORLD MAP from the Main Menu. Use the Control Pad to select any unlocked Tank Gang member's path. Press the A Button to begin your escape!

NOTE: When playing the game for the first time, the only available escape paths are for Bubbles, Bloat, and Peach. Completing paths unlock paths for other characters.



PAUSING THE GAME

Press START at any time to pause the game and access the following options:

Continue — Return to the great escape!

Restart — Start the stage over from the beginning.

Quit — Exit the stage and return to the World Map.



SAVING AND LOADING

Disney/Pixar's *Finding Nemo: The Continuing Adventures* game uses a password system to save and load the game data.

SAVING A GAME

Once a stage is completed, a password appears on the World Map. The current stage completed password can always be seen in the upper right corner of the World Map screen. Be sure to write the password down exactly as it's shown for future reference! You will be unable to return to the saved point of the game if the password is incorrect.

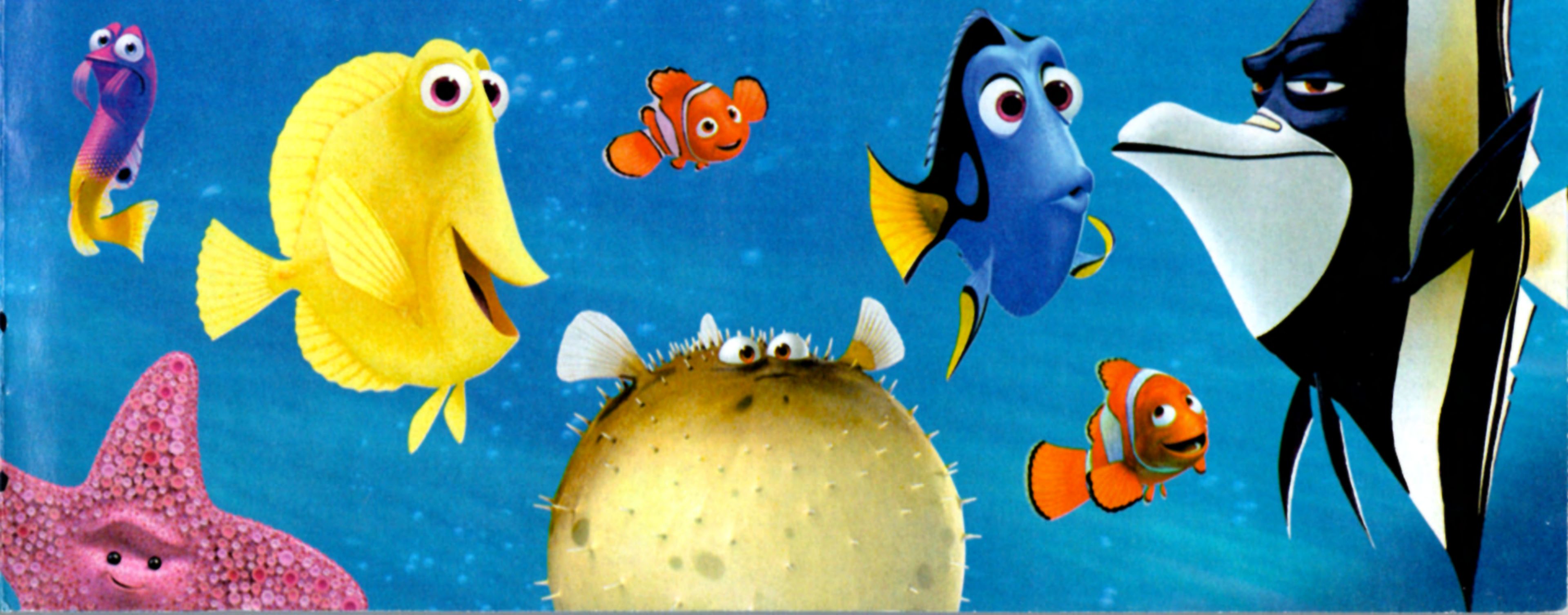
LOADING A GAME

To load a previously saved game, select PASSWORD from the Main Menu. Now use the Control Pad to highlight a letter and press the A Button. Select the second letter and continue the process until the password is complete. If you make a mistake, use the B Button to go back. Once the final letter of the code is entered, select 'OK' to be taken to the stage of the password you entered.

MULTIPLAYER

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In order to play head-to-head against another player, you'll each need a Game Boy® Advance system and a copy of **Disney/Pixar's Finding Nemo: *The Continuing Adventures***. Also, one Game Link® cable is needed to connect the two Game Boy® Advance systems together. Connect the Game Boy® Advance system with the Game Boy® Advance Game Link® cable and switch the power ON. Please do not insert a different Game Pak. 2-player modes are available in the following stages once unlocked: Minefield, Pearl Smash, and Bubble Battle.



CHARACTERS



Nemo — This small clownfish with the lucky fin is Marlin's son. In the hit film, **Disney/Pixar's Finding Nemo**, he meets some pretty tough challenges that ultimately give him new courage. Help Nemo guide his Tank Gang friends through the ocean to their new homes in this continuing adventure.



Marlin — Nemo's overprotective father would do anything for his son. Through Marlin's many adventures in the hit film, **Disney/Pixar's Finding Nemo**, he learned that he can't shield his son from every possible danger. Revisit some of your favorite characters and some similar scenes as Marlin helps guide the Tank Gang to their new homes.

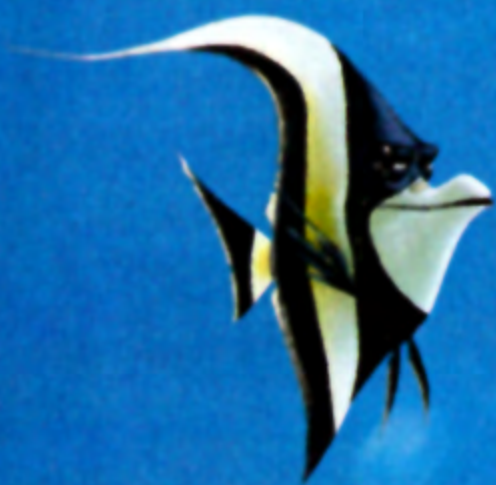


Dory — Dory is a friendly but forgetful regal blue tang fish. She will be your best friend if she can just remember who you are. Dory's positive thinking and ability to read make her the perfect guide on this fun adventure.

CHARACTERS

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THE TANK GANG



Gill — Gill is the mastermind behind the Tank Gang's escape plan. He desperately wants to get out of the fish tank and return to the open waters of the ocean. See what plan he has up his sleeve this time and help him finally escape!



Bloat — Bloat is a trustworthy friend and helped run the show in the fish tank. Watch out, if he gets scared or mad he will puff up like a balloon.



Bubbles — ...is crazy about bubbles. So much that you could say that bubbles are his reason to live.



Peach — The Tank Gang lookout—always sticking to the glass, watching for the dentist. Also, she is the most knowledgeable when it comes to dentistry.



Jacques — He is nuts about cleaning and always keeps the tank nice and clean.

CHARACTERS



Deb — She mistakenly thinks that her reflection on the glass is her sister Flo. They are always together.



Gurgle — He is quite particular about things and does not like things that are dirty. He will always refuse to touch things that are around him.



FRIENDS OF NEMO & THE TANK GANG

Nigel — In Disney/Pixar's *Finding Nemo*, Nigel rescues Marlin and Dory from a flock of seagulls.



Bruce — In order to change his image as a mindless fish-eating shark, he turns over a new leaf and tries to become a vegetarian. Be careful though, a drop of blood in the water can send Bruce on an uncontrollable feeding frenzy.



Crush — A 150-year-old surfer dude sea turtle, Crush helped show Marlin and Dory the way through the EAC in the hit film *Disney/Pixar's Finding Nemo*. Join Crush again on the EAC journey but remember to hang on tight!

TANK GANG PATHS

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There are seven paths in the game (one for each Tank Gang member), each with four stages to get them home! When a stage is cleared, that stage will be selectable from the World Map and can be replayed. After getting everyone to the reef safely (playing through each member's path once), you can then go back and play each stage in Score/Time Attack or Extra Play mode.

The first stage of each Tank Gang member's path is the Baggy Mode escape. The members of the Tank Gang members are put into plastic baggies, then jump out of the dentist's office and head toward the ocean. Along the way to the ocean, there are various obstacles—including vehicle traffic, seagulls, crabs, and narrow paths to be traversed. The baggy's durability decreases if it collides with any damaging obstacle. If a baggy completely loses its durability, the Tank Gang member is taken back to the dentist's office.

Use the Control Pad to push against the baggy and roll it in the direction you want to go. Press the B Button and the Control Pad in a direction at the same time and the Tank Gang member pushes against the wall of the baggy, making it roll faster. BUT, remember, that—just like when a ball is being rolled—the faster the baggy rolls, the harder it will be to stop or turn on a dime. To jump slightly (to avoid a small hole or obstacle), press the A Button.

After you get the Tank Gang members to the ocean, you must help them complete challenges in 4 different stages in order to ultimately get them to their new home at the reef.

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DIVE INTO ADVENTURE!



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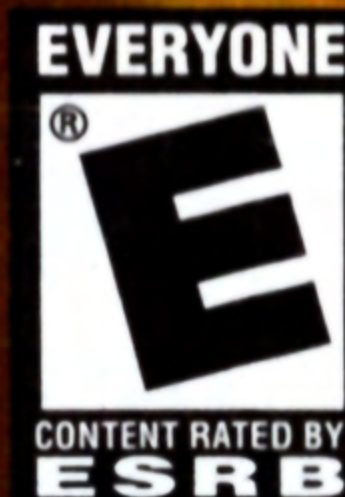
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**Violence
Fantasy Violence**

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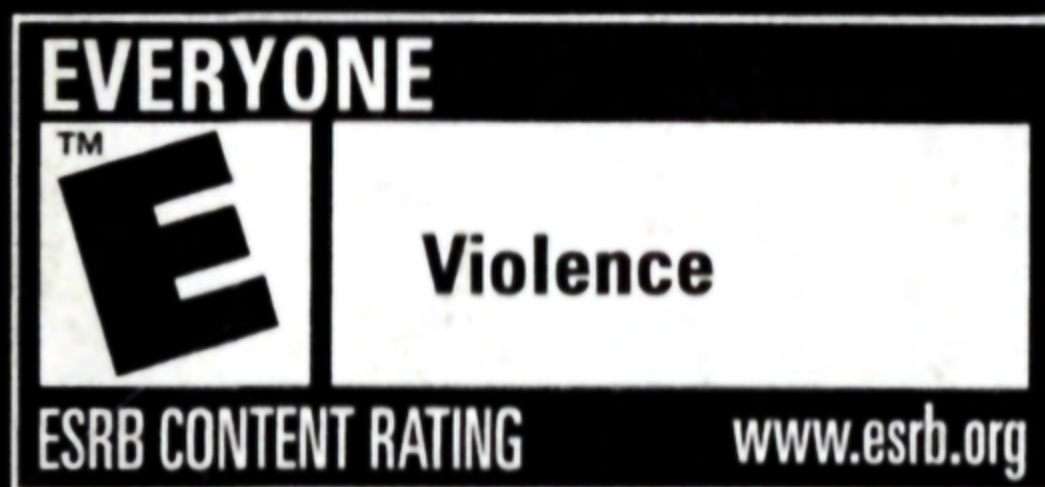
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